

# MECH WARRIOR<sup>®</sup> 2

31ST CENTURY COMBAT

## POWER-UPS



HEAT SINK



HEALTH



INVINCIBILITY



FIRE RATE INCREASE



STEALTH



WEAPONS RELOAD



JUMP JET



SPEED BURST

## HEADS-UP DISPLAY

Radar Display  
(Green = Friendly,  
Red = Enemy,  
Yellow = Projectiles,  
Blue = Objective)

Targeting Bracket

Targeting Camera



Enemy 'Mech  
Damage Display  
(Yellow=75%,  
Red=25%)

Heat Tracking  
Indicator

Jump Thrust  
Indicator

User 'Mech  
Damage Display  
(Blue=100%,  
Yellow=75%,  
Red=25%)

Weapons Display  
(Green = Ready,  
Red = Reloading,  
Black = Empty/  
Damaged)

Mission Objective

Targeting Reticle

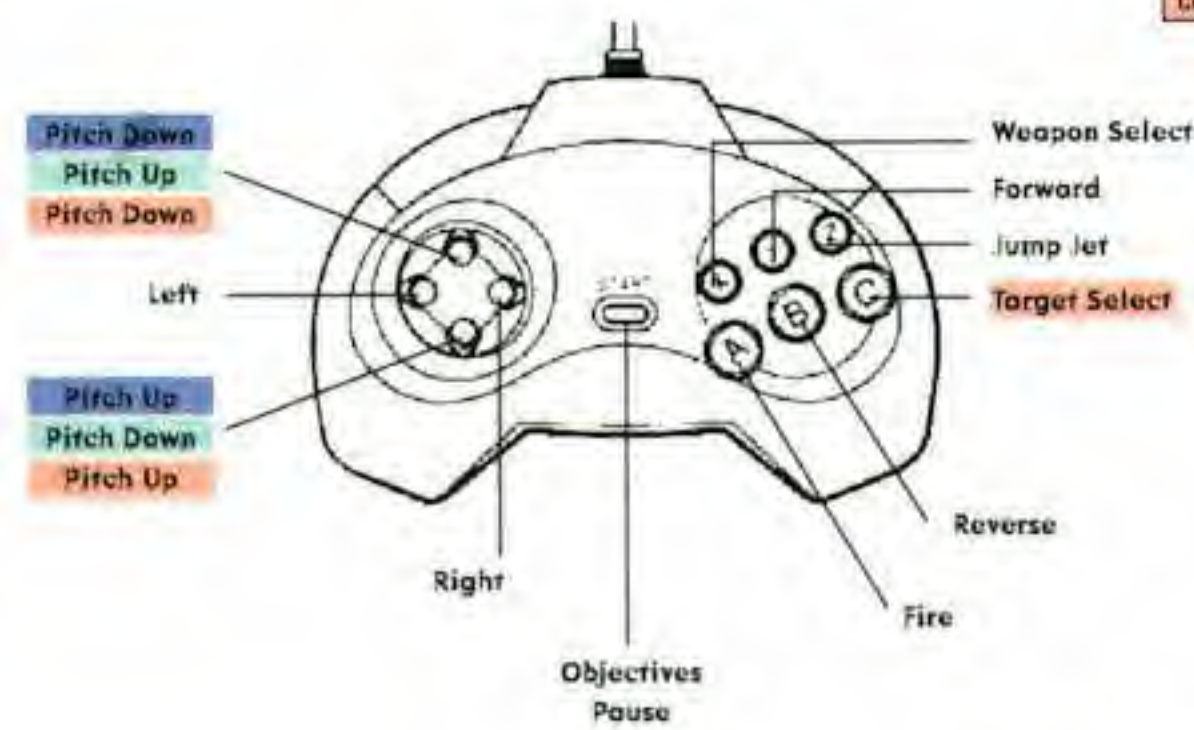
Throttle Forward  
(Green)  
or  
Reverse Throttle  
(Blue)

**ACTIVISION**

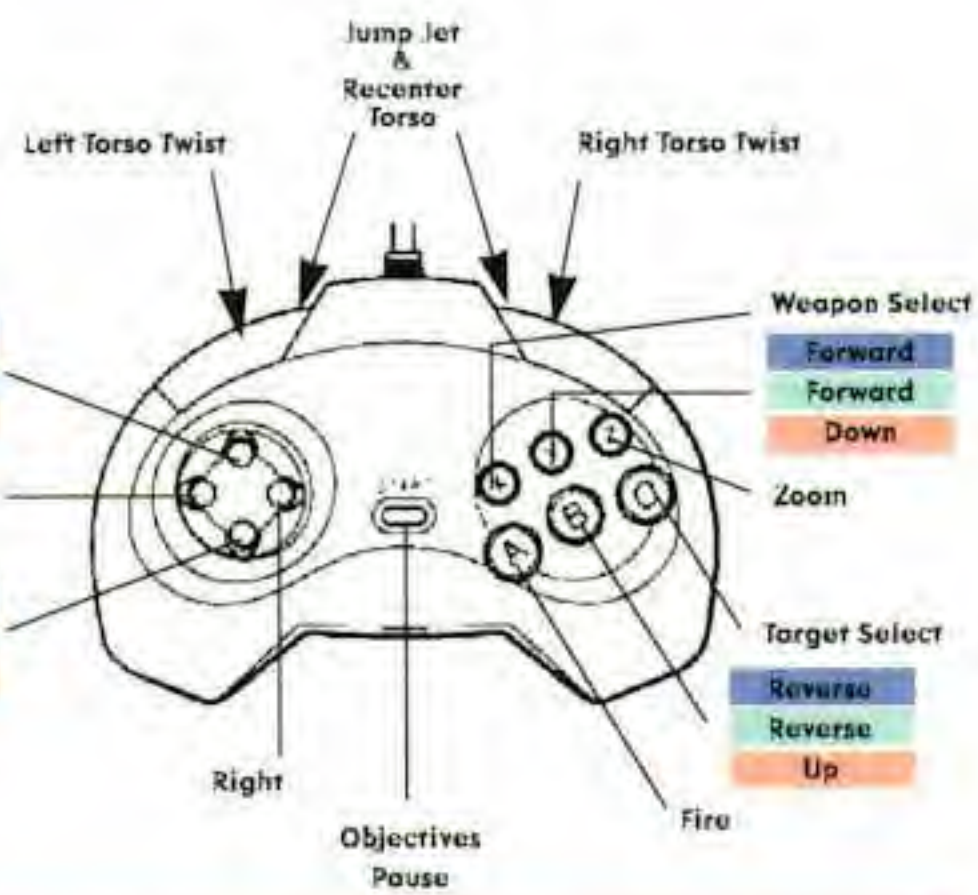
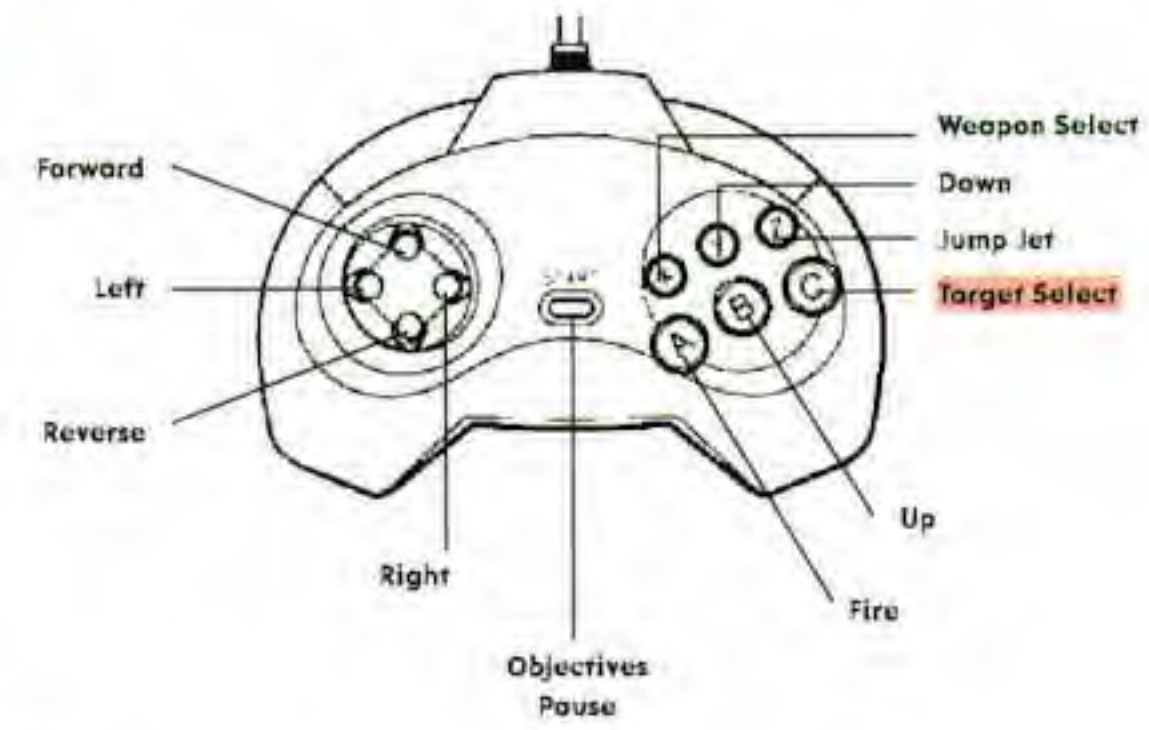


# CONFIGURATIONS 1, 2 & 4

- Configuration 1
- Configuration 2
- Configuration 4



- Configuration 5



- Configuration 6
- Configuration 7
- Configuration 8

# CONFIGURATIONS 6, 7 & 8

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